The Technology & Learning 1993-1994 Annual Index

Compiled by Susan Willis

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Looking for the best software in a particular subject area? Need a primer on how certain hardware works? Planning your strategies for the next school year?

Technology & Learning can help. The following pages allow you to find quickly and easily the articles, reviews, newsbriefs, and teaching ideas you read in the pages of the magazine over the past school year.

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FEATURE ARTICLES

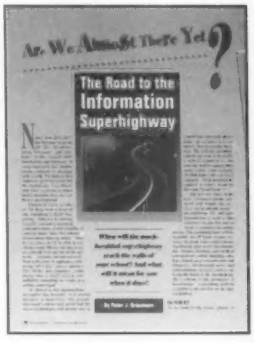
The 1993 Teacher of the Year Award Winners
by Janet Coburn and Michael N. Milone, Jr.
This year, 45 teachers from around the country are being honored for their achievements and innovations in using technology to enhance students' learning. *September '93, p. 49.*

The Internet: Bringing Global Resources to the Classroom
by Odvard Egil Dyrli
Think of this enormous network as a data superhighway to which 5,000 other networks—feeder highways, you might say—are connected. *October '93, p. 50.*

Networking CD-ROM
by Gregory Jordahl
Multimedia and networking—they're both hot topics in schools today. But what happens when the two worlds meet? How easy is it to share CD-ROM drives and other multimedia resources over a network? *November/December '93, p. 48.*

Redesigning Schools for 21st Century Technologies: A Middle School With the Power to Improve
by Janet M. Van Dam
What happens when a middle school decides to renovate its building in order to become technologically current? How does a principal manage the process? To answer these questions, we visit Power Middle School in Farmington, Michigan. *January '94, p. 54.*

Keeping Up With the Research
by Jiri Weiss
Most educational researchers seem to agree that technology can have a significant positive impact on kids—*if* it's used in the right way. Here are some tips from the experts, plus a directory of valuable resources to help you keep up with tomorrow's research. *February '94, p. 30.*



Are We Almost There Yet? The Road to the Information Superhighway
by Peter J. Graumann
When will the much-heralded superhighway reach the walls of your school? And what will it mean for you when it does? *March '94, p. 28.*

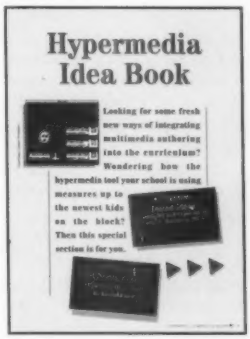
Sharing Multimedia Resources—Without the Hassle
by Gregory Jordahl
Now you can display everything from videos stored in the school's central library to student-produced news shows and announcements on a wall-mounted TV screen in your classroom. *April '94, p. 42.*

New Places to Go Online
by Jiri Weiss
In this evaluative article we spend some time online with subscribers to Scholastic Network and Classroom PRODIGY, two new services for schools. Plus we provide you with a quick overview of what else is new in the world of educational telecommunications. *May/June '94, p. 109.*

PRACTICAL TEACHING IDEAS/RESOURCES

[What Works] Project-Based Learning: Five Teacher-Tested Ideas
by Peter Graumann
Experienced educators tend to agree that students learn best through a *project-based* approach in which they are able to discover things for themselves. Last February the Autodesk Foundation brought together a number of the nation's most innovative teachers to share their successes with project-based education. Here are some highlights. *September '93, p. 25.*

Solving Real-World Problems With Technology
by Carol Holzberg
There's nothing more powerful than a group of young people with a mission and the right tools to help them accomplish it. Here are six examples of students and teachers who are using technology to make a difference. *November/December '93, p. 10.*


Hypermedia Idea Book
Looking for some fresh new ways of integrating multimedia authoring into the curriculum? Wondering how the hypermedia tool your school is using measures up to the newest kids on the block? Then this special section is for you.

Hypermedia Idea Book
Looking for some fresh new ways of integrating multimedia authoring into the curriculum? Wondering how the hypermedia tool your school is using measures up to the newest kids on the block? Then this special section is for you. *January '94, p. 31.*

GALAXY Classroom: Television for Tomorrow
by Peter Graumann
What do you get when you cross a satellite dish, a TV, and a fax machine? In the case of this innovative national project, what you get is a highly practical learning system that motivates and engages children from a vast range of backgrounds. *April '94, p. 34.*

[What Works] Technology in Special Education
by Carol S. Holzberg, Ph.D.
This month we take a look at educators who are using technology to motivate, teach, and empower children with physical and cognitive disabilities. *April '94, p. 18.*

■ 1993-94 ANNUAL INDEX

PROFESSIONAL DEVELOPMENT

Gaining Access toTechnology: First Step in Making a Difference for Your Students
by Odvard Egil Dyrli and Daniel E. Kinnaman
You know technology is important. But how do you gain access to enough technology—and the right technology—to make a difference in your classroom? Here's a look at the obstacles faced by the typical teacher in bringing technology into the classroom, and suggestions for strategies to overcome those obstacles. *January '94, p. 15.*

Integrating Technology Into Your Classroom Curriculum
by Odvard Egil Dyrli and Daniel E. Kinnaman
You already know what you believe about teaching and learning. But what happens when technology enters the classroom? How will it change what you do? Here is how technology can be used to create new and powerful opportunities for teaching and learning. *February '94, p. 38.*

Moving From Successful Classrooms to Successful Schools
by Odvard Egil Dyrli and Daniel E. Kinnaman
Success with technology in individual classrooms is essential, but it's not enough. For substantive and lasting improvements to be made in a school's education programs, tapping the power of technology must be a schoolwide effort. *March '94, p. 46.*

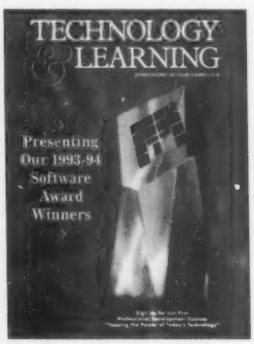
Districtwide Technology Planning: The Key to Long-Term Success
by Odvard Egil Dyrli and Daniel E. Kinnaman
Districtwide strategic planning is important in order to set an overall direction for the educational use of technology in your school system—and to ensure quality and continuity throughout your schools. Here's a look at how to get your district going in the right direction. *April '94, p. 50.*

Preparing for the Integration of Emerging Technologies
by Odvard Egil Dyrli and Daniel E. Kinnaman
Modern technology is changing fundamentally the ways in which we live and interact, and emerging technologies indicate clearly that the schools of tomorrow—at least the successful ones—will bear little resemblance to the schools of today. *May/June '94, p. 92.*

SOFTWARE ROUNDUPS

The Multimedia Encyclopedias Face Off
by Judy Salpeter
Compton's, Grolier's, and now *Encarta*—three multimedia reference tools you should know about. In this article, we compare them feature by feature. *September '93, p. 30.*

Edutaining Our Kids
by Leslie Eiser
Whether the word "edutainment" makes you cringe or roll out the welcome mat, software that combines educational content with entertaining play is hard to ignore these days. Why's it so hot and what does it mean for schools? *October '93, p. 26.*



The 1993-94 Technology & Learning Software Awards
by T&L staff
Once again, we pick the most outstanding educational software of the past school year. *November/December '93, p. 22.*

A Sampling of New (and Newly Revised) Hypermedia Tools
by Leslie Eiser
Here's the scoop on the ways some of your favorite authoring programs have changed—plus a look at some brand-new options that might surprise you. *January '94, p. 38.*

What's Hot for the Computer-Using Tot?
by Warren Buckleitner
New software titles for young children are hitting the market at an overwhelming rate. But are they any good? Here's an evaluative look at the hottest new titles for the three- to seven-year-old crowd. *February '94, p. 18.*

Ten Views of the Past: Software That Brings History to Life
by Charles Parham
If your classroom is equipped with the right technology, all of history can be at your fingertips. Here are several programs that invite your students to connect with the past. *March '94, p. 36.*

Smart Choices for the ESL Classroom
by David Lopez and Susan McLester
With today's increasingly diverse student population, meeting each learner's needs is a more challenging task than ever before. Here are some exciting new programs for the multilingual classroom. *April '94, p. 22.*

A Galaxy of Astronomy and Space Software
by Cary Sneider and Harald Berndt
Would you like to swing on a star? Ride a comet? Explore the Martian landscape? Here's a collection of space and astronomy programs that let your students do all this and more. *May/June '94, p. 20.*

SOFTWARE REVIEWS

CREATIVE ARTS/ PROBLEM-SOLVING

Kid CAD, a colorful and sophisticated computer-aided design product that lets kids ages seven and up design, build, and furnish their own houses, castles, stadiums, and more, and then view them from multiple perspectives. (Davidson and Associates) *February '94, p. 8.*

Mosaic Magic, a playful and appealing activity program that challenges the pre-K-6 crowd to use math, art, and problem-solving skills as they work with shapes and colors to complete puzzles, play with sounds, and create their own pictures. (Kinder Magic Software) *March '94, p. 8.*

LANGUAGE ARTS

Bailey's Book House, an interactive pre-K-2 reading skills program that has young users

writing stories, making rhymes, creating cards, using the keyboard, and more. (Edmark) *September '93, p. 8.*

World of Animals, a content-based, reading readiness CD-ROM including five non-fiction animal books with speech, music, vivid photographs, and pictures. (National Geographic) *September '93, p. 9.*

Side-By-Side: Show & Tell for Kids and **Kid Pix Companion**, two creativity toolkits that invite kids to tell stories decorated with pictures, text, and even sound effects, and present them as electronic slide shows. (DSP Solutions and Broderbund Software) *October '93, p. 12.*

Side-By-Side: EasyBook and **My Own Stories,** two feature-rich kids' book publishing programs that make it easy and fun for youngsters up through eighth grade to write, illustrate, and print original stories. (Chickadee Software and MECC) *February '94, p. 10.*

The Case of the Missing Mystery Writer, an interactive Level 1 videodisc that uses suspense, false clues, young heroes, and other lively elements to introduce the mystery genre to third-graders and up. (Houghton Mifflin) *March '94, p. 7.*

MATH

Mathcad Education Library: Algebra I, a flexible, interactive Algebra I handbook that lets students calculate and experiment with "live" equations on screen as they complete lessons, practice exercises, and more. (MathSoft, Inc.) *January '94, p. 13.*

The Graph Club, an introductory graphing program for the K-3 classroom that combines simple and appealing software with extensive print materials to comprise an in-depth curriculum of on- and off-line

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activities. (Tom Snyder Productions, Inc.) *April '94, p. 10.*

The Cruncher, a talking spreadsheet program for fourth-graders and up that uses cute characters, lively music, animated graphics, and lots of interactive activities to teach youngsters about spreadsheets and let them create and print their own. (Davidson and Associates) *April '94, p. 7.*

SCIENCE

The San Diego Zoo Presents... The Animals!, a multimedia CD-ROM zoology and reference tool that uses text, graphics, audio, and video to let kids of all ages explore the zoo, hear and see the animals in motion, and learn about their native biomes. (The Software Toolworks, Inc.) *October '93, p. 9.*

Coral Kingdom, an information-packed science CD-ROM that transports eighth-grade and older students to the bright world of the coral reef via simulated dives in tropical locations. (Sunburst/Wings for Learning) *October '93, p. 10.*

Paul Parkranger and the Mystery of the Disappearing Ducks, a comprehensive CD-ROM/videodisc package from the National Audubon Society and LucasArts Entertainment that invites fifth- through ninth-graders to learn about animal life and ecology. (Coronet/MTI Film & Video) *January '94, p. 6.*

SimLife School Edition, an ambitious, engrossing simulation program that encourages middle and high school students to experiment with cause and effect relationships by creating and modifying physical worlds and the organisms which populate them. (Maxis) *February '94, p. 9.*

LEGO Dacta Control Lab, a new offering in the LEGO arena which links the colorful plastic construction elements with a special version of the programming language to let seventh- through twelfth-graders experiment with motors, lamps, and sensors while building bridges, greenhouses, and other projects. (LEGO Dacta) *April '94, p. 8.*

Gizmos & Gadgets!, the newest offering in the Super Solvers series, combines arcade action with solid science content as it invites kids to put together simple machines and experiment with electricity, magnetism, balance, energy, and other concepts. (The Learning Company) *May/June '94, p. 10.*

GEOGRAPHY

Mario Is Missing, a multimedia geography game that uses bright, appealing graphics and cute characters to teach second- through fifth-graders map-reading and problem-solving skills. (The Software Toolworks, Inc.) *January '94, p. 7.*

Side-by-Side: Expert Maps Gold Edition for Windows and **PC Globe Maps 'n' Facts,** two encyclopedia-like electronic atlases that offer students of mid-elementary age and up a range of powerful tools to master information about geography in exciting new ways. (Expert Software

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and Brøderbund Software) *May/June '94, p. 8.*

TOOLS

Grady Profile, a portfolio assessment tool that uses audio, video, and graphics to help teachers manage record-keeping and paperwork for a picture of the "whole student." (Aurbach and Associates) *September '93, p. 13.*

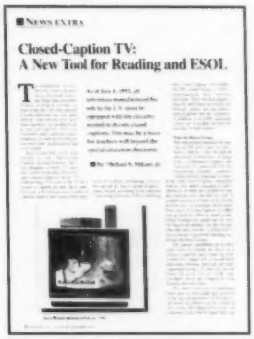
ClarisWorks 2.0, the newest version of *ClarisWorks*, lets you and your students integrate word processor, spreadsheet, database, drawing, painting, and communications functions in even more ways than before. (Claris) *September '93, p. 12.*

Beacon, a college and career-exploration CD-ROM that gives your secondary students fingertip access to the latest data on careers, colleges, graduate schools, and financial aid programs. (Macmillan New Media) *October '93, p. 16.*

Student Writing Center for Windows, the newest entry in The Learning Company's popular line of kid-oriented word processors, offers an expanded thesaurus, bibliography maker, online grammar tips, and more, to appeal to junior high and high school students. (The Learning Company) *March '94, p. 10.*

First Connections: The Golden Book Encyclopedia, a colorful and comprehensive multimedia CD-ROM that emphasizes ease of use and flexibility as it guides K-3 youngsters on their first encyclopedia tour. (Jostens Learning Corp.) *March '94, p. 9.*

MAJOR INDUSTRY NEWS


NEWS EXTRA

Closed-Caption TV:
A New Tool for Reading and ESOL

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[News Extra]
Closed Caption TV: A New Tool for Reading and ESOL Teachers
by Michael N. Milone, Jr.
As of July 1, 1993, all televisions manufactured for sale in the U.S. must be equipped with the circuitry needed to decode closed captions. This may be a boon for teachers well beyond the special education classroom. *September '93, p. 22.*

IBM and Apple Announce Affordable School Computers With Built-In Multimedia Features
by Holly Brady
No more juryrigging your existing computers to take advantage of new CD-ROM programs. If you're serious about multimedia computing, you'll want to take a close look at these new machines. *September '93, p. 58.*

How To Create An Oasis Of Learning.

Instead of dry, dull workstations, choose Smith System cluster work centers. They create efficient islands of student activity — and they cost less per student than most other computer lab furniture. Depending on the style, each cluster can accommodate three, four or six computers, with one or two students at each. The design provides privacy without divider panels, allowing the instructor to assist and supervise each cluster of students effectively.

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Computers for Home Learning
by Holly Brady
With holidays coming, parents will be asking: "Which machine would be best for my kids at home?" Here's the latest news on home computers from Apple and EduQuest. *November/December '93, p. 56.*

[News Extra] Apple Introduces Two New Educational Computers
by Holly Brady
The new top-of-the-line LC 575 offers Apple's first "real" Ethernet networking solution for schools, as well as increased power, at prices comparable to the older LC 520CD. *March '94, p. 56.*

NEWSLINE

Personal Digital Assistants Are (Finally!) Shipping *September '93, p. 18.*

Technology for Education Act Proposed in U.S. Senate *September '93, p. 18.*

MPC Level 2 Specs Announced *September '93, p. 20.*

ACOT Opens Teacher Development Centers *September '93, p. 20.*

New Guide Helps Schools Stay Legal *October '93, p. 34.*

Virginia Proposes Innovative Technology Trust Fund *October '93, p. 34.*

Scholastic Network Goes Online *October '93, p. 36.*

Whittle's Edison Project "Changing Gears" *October '93, p. 36.*

3DO's Interactive Multiplayer: Game Machine or Educational Tool? *November/December '93, p. 8.*

On Backward Compatibility *November/December '93, p. 8.*

Rumor Has It... *November/December '93, p. 9.*

Ednet Industry Awards Program Announces Winners *November/December '93, p. 9.*

Videodiscovery Files Complaint Against Optical Data *November/December '93, p. 9.*

Optical Data Dedicates Patent to Public *January '94, p. 53.*

New Jersey Project Targets Special Education and Professional Development *January '94, p. 52.*

AFT Offers Special Computer Purchase Program to Members *January '94, p. 52.*

Apple "Unbundles" School/Business Partnership Offerings *January '94, p. 53.*

Compton's Reignites Patent Wars *February '94, p. 14.*

Stats Making News *February '94, p. 16.*

Quotable *February '94, p. 14.*

Apple Launches New Initiatives Aimed at the Windows Market *February '94, p. 16.*

Blockbuster to Offer Software Demos, Rentals, Sales *February '94, p. 14.*

U.S. Patent Office Opts to Re-Examine Compton's Patent *March '94, p. 14.*

Apple II: The Final Chapter *March '94, p. 14.*

Microsoft Offers Family Technology Nights *March '94, p. 16.*

Apple Announces Free Seminar Series for School Principals *March '94, p. 16.*

Senate Passes Goals 2000: Educate America Act *April '94, p. 13.*

Pacific Bell to Link California Schools *April '94, p. 13.*

IBM/EduQuest Sets New Direction *April '94, p. 14.*

Stats Making News *April '94, p. 14.*

Compaq Enters the K-12 Education Market *May/June '94, p. 16.*

Shop for Software at Home With Club KidSoft *May/June '94, p. 17.*

Software Publishers Association Awards "Codies" for Top Programs *May/June '94, p. 17.*

AFT Launches Online Partnership Trial For Teachers *May/June '94, p. 16.*

Stats Making News *May/June '94, p. 16.*

OPINIONS

Technology and Situated Cognition
by Daniel E. Kinnaman
One of the most powerful uses of today's technology may be its capacity to create powerful contexts for learning. *September '93, p. 86.*

Research in Education: Approach With Caution
by Daniel E. Kinnaman
Research in education can be a blessing or a curse. Knowing when to embrace it and when to avoid or challenge it can make all the difference. *October '93, p. 78.*

The Real Budget Crisis in Education
by Daniel E. Kinnaman
It's budget time again, and one thing is clear. If schools are to improve, then the way in which school budgets are determined has to change. *November/December '93, p. 74.*

Technology Makes Choice Inevitable
by Daniel E. Kinnaman
No matter which way you lean politically, it's time to recognize that technology breeds choice in education. *January '94, p. 74.*

Remember the Human Element in Your Technology Planning
by Daniel E. Kinnaman
For a school district successfully to tap the power of technology, it must effectively balance central planning with site-based management. *February '94, p. 62.*

Do You Really Need a Computer Curriculum?
by Daniel E. Kinnaman
If you're in the process of developing a "computer curriculum" for your district, hold on a minute! There are at least five reasons why you may want to avoid putting a lot of time, energy, and money into this project. *March '94, p. 70.*

Technology and Equity
by Daniel E. Kinnaman
The need for equity in education is a given, but how you approach it makes all the difference in the results you achieve. *April '94, p. 70.*

What It Really Means to Integrate Technology
by Daniel E. Kinnaman
Successfully integrating technology into education requires basic changes to our current model of schooling. Anything less sells short both the value of today's technology *and* the future of education. *May/June '94, p. 130.*